



KINGMAN

TIPPmann

TM

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

75125.226.US



ACTIVISION.

activision.com

© 2005 WXP, Inc. and Paintball Players Productions, LLC. Greg Hastings' Tournament Paintball Max'd is a trademark of Paintball Players Productions, LLC. WXP and the WXP logo are trademarks of WXP, Inc. All rights reserved. Activision is a registered trademark of Activision, Inc. and its affiliates. All Rights Reserved. Trade dress and promotional materials ©2005 Activision, Inc. Published and distributed by Activision Publishing, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. Microsoft, Xbox, Xbox Live, the Live Logos and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. All other trademarks and trade names are the property of their respective owners.



Greg Hastings' Tournament Paintball Max'd

"Locked & loaded for a slick sequel..."
-ign.com



EVERYONE 10+
10+
CONTENT RATED BY
ESRB

WXP

ACTIVISION.

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

XBOX LIVE®	2
GAME CONTROLS	3
HEADS UP DISPLAY	4
CHEAT METER	5
GAME MODES	6
EXTRA FEATURES	6
CAREER MODE	7
CO-OP PLAY	7
CHARACTER SKILLS	8
SINGLE PLAYER MENU	9
PLAYING A TOURNAMENT	11
CONTROLLING YOUR TEAMMATES	12
TOURNAMENT RESULTS	14
THE TOURNAMENTS	15
THE GEAR	19
THE CHARACTERS	21
MULTIPLAYER OPTIONS	21
TEAMS	23
COMPETITIONS	24
CUSTOM SOUNDTRACKS	26
CUSTOMER SUPPORT	27
CREDITS	28
GAME SOUNDTRACK	31
SOFTWARE LICENSE AGREEMENT	33

XBOX LIVE®

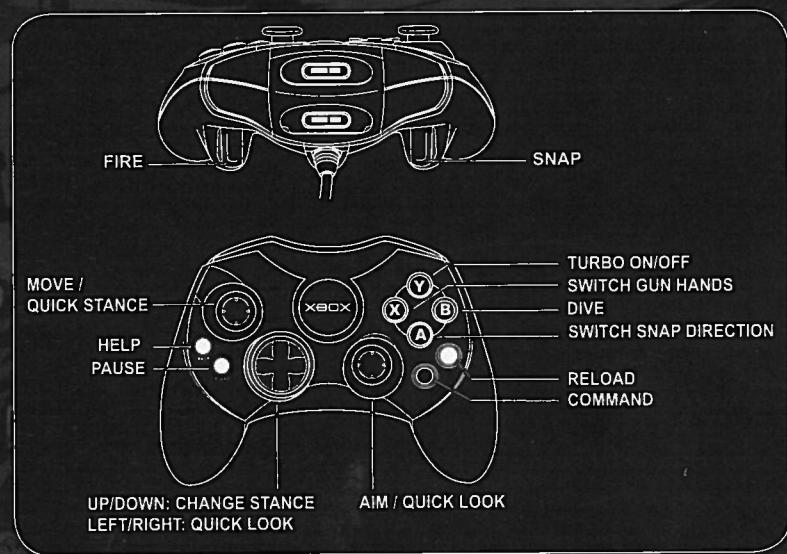
Take Greg Hastings' Tournament Paintball Max'd Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

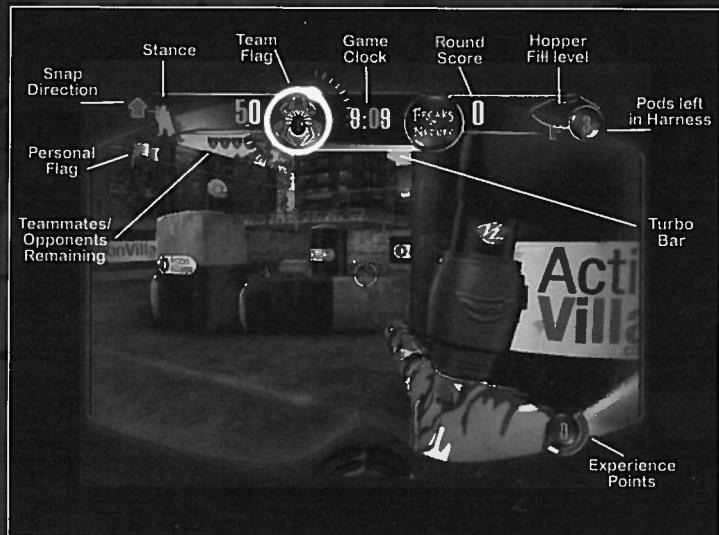
GAME CONTROLS



The Default control scheme can be edited to your preference by going to OPTIONS / CONTROLLER from the main menu in the game. The Controller options that can be edited are:

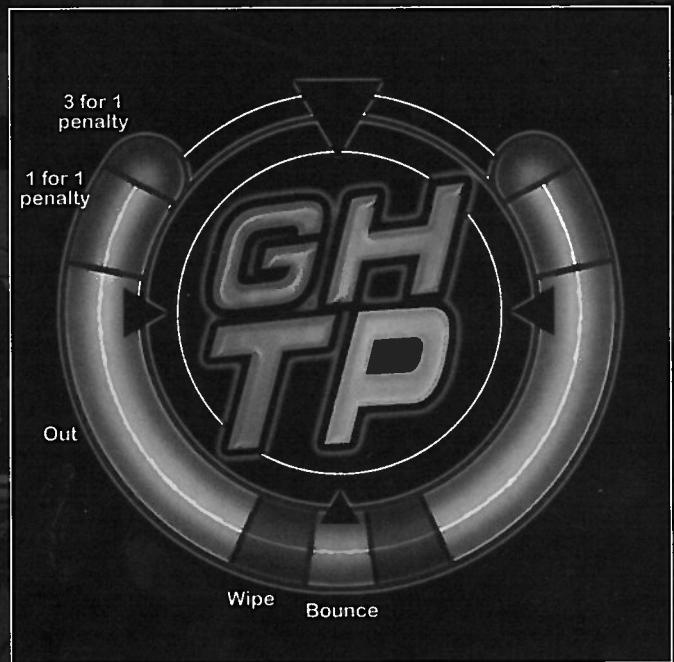
- Horizontal Look: Standard or Inverted
- Vertical Look: Standard or Inverted
- Look Sensitivity: Percentage
- Default Marker Hand: Right or Left
- Fire Control: Right Trigger or Left Trigger
- Quick Stance: On or Off
- Quick Look: On or Off
- Switch Hands: X or A
- Snap Axis: X or A
- Vibration: On/Off

HEADS-UP DISPLAY (HUD)



- Personal Flag: You have picked up the flag
- Snap Direction: The direction you will snap (Up or Out)
- Stance: The stance of your character – standing, crouching, prone
- Team Flag: Someone on your team has the flag
- Game Clock: Time left in the round
- Round Score: The current score
- Paintballs in Hopper: Remaining paintballs in your hopper
- Number of Pods Left: Remaining Pods
- Teammates / Opponents Remaining: Players are left on the field
- Experience Point Meter: Experience points accumulated in the current match

CHEAT METER



When you are hit by a single Paintball you have the opportunity to cheat. This gives you an option to stay in the game and continue playing. By cheating you run the risk of getting a penalty. Press the A button to stop the moving indicator within one of the five zones on the cheat meter. The five zones or areas on the cheat meter represent the following:

- Bright Green: Qualifies as a bounce -- The Paintball did not break
- Dark Green: A wipe -- You successfully removed the paint mark
- Yellow: Out -- The ref has seen that you are hit
- Orange: Penalty 1 for 1 -- You and one teammate are called out
- Red: Penalty 3 for 1 -- You and three teammates are called out

Each time you successfully WIPE (dark green zone) the moving indicator increases in speed, becoming more difficult to accurately stop. This represents the buildup of paint marking your body.

GAME MODES

Greg Hastings' Tournament Paintball Max'd is bursting with game modes including a new longer Single player Career, Co-op play in Career mode, Exhibition mode for up to four players in split screen, and everyone's favorite -- Online Play via Xbox Live.

- **Career Mode:** Start a new Career as a single player (with a new profile) or continue playing an existing Career.
- **Co-op mode:** Accessed through Career mode/Team Manager-Co-op
- **Exhibition Mode:** Include from one to four players in any team size and configuration in split screen.
- **Online:** Play online against individuals from around the world or form a Team using the new Competition play editor to schedule organized tournaments versus the serious clan junkies.

EXTRA FEATURES

This time around you get the tools you need to tweak the game exactly how you want. We've included two major additions, The Field Editor and the Match Editor.

- **Field Editor:** Select Field Editor and you are prompted to choose the size of field you wish to create -- Small, Regulation or Large. Use the D-pad to move left and right through the four categories which are: Objects, Textures, Mirror on/off and trigger functions. D-pad up and down to make selections within categories.



- **Match Editor:** Create your own custom match with up to five fields. Select from any of the Career mode fields or User created fields.



CAREER MODE

Each time you enter the Career mode menu with a new profile you select your Career options including difficulty level setting and your team logo. Note that you can always go back and change your difficulty setting at any time during a tournament in the Options menu.

Difficulty Settings Include:

- **Easy** – Opponent teams have rudimentary skills and cheating is easier
- **Normal** – Opponent teams are increasingly more difficult
- **Hard** – Opponent teams are very difficult. Friendly fire is not allowed. Cheating is more difficult and player HUD icons denoting how many players are left on each team are not visible.

Next, create a new character. You can spend 4 initial experience points on a skill category of your choice.

CO-OP PLAY

While playing in Career mode, you can invite up to 3 of your friends or family to join your team and help your career along. In the Team Manager screen, "check in" additional players by pushing the **START button** or the **A button**. Select a player and press the **A button** to confirm. You can remove yourself from the team by pushing the **B button**. Change slots by moving the **Left thumbstick** or the **D-pad**. As a co-op player, you inherit all of your teammate's gear and attributes. You can switch teammates after any match by returning to the Team Manager screen.

CHARACTER SKILLS

During the Single Player game you develop a character, a team and an inventory of equipment. As you complete tournaments you are awarded experience points that you can spend on developing your character's skills. Experience points are based on your performance and are accrued by completing Eliminations, Flag Grabs, Flag Hangs and by winning Rounds, Matches, and Tournaments. Avoid being eliminated as this decreases your performance and may cause you to lose experience points. Your experience points are displayed in the meter in the lower right of the HUD. Your total experience points are shown in the results screen at the end of a tournament. The skills developed are:

Speed

- Level 1: Speed increase + turbo time increase
- Level 2: Speed increase + additional turbo time increase
- Level 3: Speed increase + turbo replenish rate increase
- Level 4: Speed increase + additional turbo replenish rate increase

Accuracy

- Level 1: Increase your targeting accuracy by 10%
- Level 2: Increase your targeting accuracy by 20%
- Level 3: Increase your targeting accuracy by 30%
- Level 4: Increase your targeting accuracy by 40%

Marker Skill

- Level 1: Increase snap range by 15%
- Level 2: Increase snap range by 30%
- Level 3: Switch marker hands 20% faster
- Level 4: Switch marker hands 40% faster

Reload

- Level 1: More efficient at reloading – 70% of pod
- Level 2: More efficient at reloading – 90% of pod
- Level 3: Faster and more efficient at reloading – 100% of pod
- Level 4: Moving while reloading is possible

Note that when you occupy a teammate after being eliminated you will also acquire their skills.

SINGLE PLAYER MENU

The Single Player menu is comprised of the following selections:

- **Play Tournament:** Use the world map to launch tournaments. New tournaments appear in green. Tournaments that are already completed appear in blue and may be played again as an Arcade game. No experience points or prize winnings are awarded for Arcade games.



- **My Character:** Spend acquired experience points on new skills.

- **Gear Bag:** After buying new gear from the store, open the Gear Bag menu to equip your character.

You only need to outfit your own character; new teammates have their own gear. Select items from each of the ten categories noting any on screen information about the item which might affect your play.



- **Team Manager:** Fill up to six positions to form your team. You begin your career as a Rookie and have only Rookie teammates available to choose from. As you move through the tournaments and into higher divisions you gain access to Novice, Amateur and Pro teammates. Use the **Y button** to get more detailed information on each character, such as their gear and bios.

Each teammate has an assigned position on the field. Front, Mid, or Back positions are denoted on the teammate's photograph with an F, M or B.

Front Players take the farthest front positions on the break and move quickly up field to take out the enemy. Fast, aggressive players with short barreled guns are desired for this position.

Mid Players are your second line of attack and aren't as shifty as the front players. They take the middle positions on the break.

Back Players hang around in the back to cover lanes for you—lay down paint on a possible enemy lane of travel—and guard the flag. Your back players are the only ones who break shoot (shoot at the opposition's dead box at the very start of the round). Generally slower players with long barreled markers and lots of ammo are preferred.

Note: In the game, your teammates are the ones with their names above their heads so don't be marking them up.

- **Store:** As you complete Tournaments you are awarded store credits to spend on new gear. Each time you visit the store after completing a tournament, new gear becomes available. Keep playing to unlock some of the best gear in the game. The red and green arrows on the sides of the bars denote whether or not the new gear selected is better or worse than your currently equipped gear.
- **Load Game:** Load a previously saved game.
- **Save Game:** Save up to 5 games.

PLAYING A TOURNAMENT

These are the three types of tournaments:

- **Elimination:** Continue playing until one team has been eliminated. Score points for each elimination and each player remaining on the winning team.
- **Center Flag:** Score points by eliminating opponents, being the first team to grab the flag located in the center of the field, and finally hanging the flag at the opposing team's start box.
- **Capture the flag:** The same principle as center flag applies, however each team has a flag located at their start box. Retrieve the opposing team's flag and return it to your start box to end the match.

Scoring is as follows:

First flag grab	20 points
Flag hang	50 points
3-on-3 match	7 points for each elimination 3 points for each survivor
5-on-5 match	4 points for each elimination 2 points for each survivor
7-on-7 match	3 points for each elimination 1 point for each survivor

Note that in multiplayer with even teams, 3-on-3 and below use the 3-on-3 scoring above, 4-on-4 and 5-on-5 use the 5-on-5 scoring above, and 6-on-6 and 7-on-7 use the 7-on-7 scoring above.

In the Single Player Game, you are required to change the size of your team as you face new tournaments. Tournaments consist of 3 man, 5 man, and 7 man team sizes. You are prompted to go to the team manager screen in order to add or remove players from your team.

During tournament rounds, if your initial player character is eliminated, you automatically move into the closest player on your team and take over that character's body and gear. Once you begin a new round, you return to your initial character.

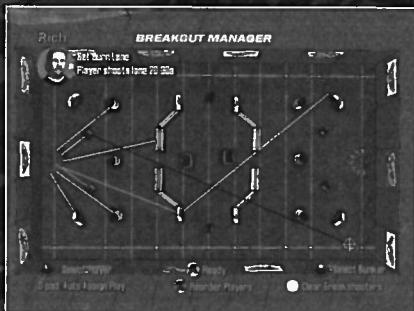
You can select the next available (green) tournament from the world map. By pressing the A button you advance to the Tournament Bracket screen.

CONTROLLING YOUR TEAMMATES

There are two new control mechanics that give you the added strategy you need to be a true Paintball tactician: The Breakout Manager and Field Commands.

• Breakout Manager

Before entering a round you are presented with the Breakout Manager which allows you to assign orders to the A.I. controlled players on your team.



Use the Left Thumbstick to select individual players around the Deadbox. Use the Right Thumbstick to select destination bunkers or sweet spots on the field. The D-pad assigns four different quick plays: Left, Right, Up/Aggressive or Down/Defensive. Assign Break shooters with the Black button and Lane Burners with the Y button. Alternately you can simply press the A button and enter the round with the default play.

Note that Rookies cannot be assigned to Breakshoot or Burn lanes.

• Field Commands

After entering the action notice the voices of your teammates as they call out positions occupied by opponents. Communicate with your teammates in much the same way by using field commands. There are three commands to perform by pressing the White button.

• **Move** – By pointing at a Teammate your crosshair turns green. Press the White button and you hear your character voice exclaim "Move up." This is helpful in getting teammates out of a position you wish to occupy, or getting those Back players to move up into the action.

• **Look** – Point at any area of the field and press the White button and you hear your character exclaim out loud the area of the field you indicated. Nearby Teammates make a visual check for opponents in that area and respond with verbal confirmation "Got it!"

• **Attack** – When the time comes to go on the offensive simply press and hold down the White button for two seconds to issue an all out assault. You hear an audible cue confirming that an order has been issued.

• Execute field commands using the voice communicator. With an Xbox Voice Communicator inserted players can issue any of these commands with their voice. The verbal commands are:

Attack = Everyone Attack

Move = Move a Teammate (must be pointing at a Teammate)

Back Left = Look at back left

Back Right = Look at back right

Back Center = Look at back center

Left Thirty = Look at left thirty

Right Thirty = Look at right thirty

Center Thirty = Look at center thirty

Left Fifty = Look at left fifty

Right Fifty = Look at right fifty

Center Fifty = Look at center fifty

Front Left = Look at front left

Front Right = Look at front right

Front Center = Look at front center

TOURNAMENT RESULTS

• Results Screen

Refer to the results screen to see how many store credits you've won, how many experience points you've received and if any new teammates are available.



• Illuminated Menu Items

After each tournament you return to the Single Player main menu. Certain menu selections are illuminated, showing you that there is new content to be examined within that menu such as new gear at the store, experience points to spend on your characters' skills and new teammates available.

THE TOURNAMENTS

There are a total of 29 tournaments with a total of 213 field layouts in the game. Move forward in your career from Rookie to Novice to Amateur and to Professional. These tournaments can be replayed at any time by selecting them from the world map in Arcade mode. In Arcade mode your experience points and credits will not increase.

Note that all of the tournaments are available in multiplayer mode and exhibition mode and do not need to be unlocked.



Pev's Paintball

A mixture of woods rec ball fields, corrugated tubes and air bunker fields will introduce Rookies to the world of Paintball.



Northwest Challenge

A traditional woods field incorporating wooded spools, logs and other woodsy elements.



Skirmish Paintball

Play amongst the unique concrete bunkers that are Skirmish Paintballs' signature trademark.



Texas

It's hot, it's dry, it happens at dusk. Bring your Bawls.



Splatter Park Paintball

A combination of woods fields and air bunkers await you in Ohio.



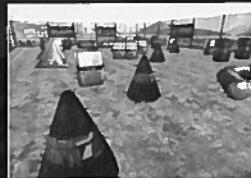
Island Open

The Island of Aruba is home to one of the most enjoyable tournaments you'll ever play. Games are at night so you can hit the beach all day.



SC Village

World Famous SC Village has a diverse collection of fields including elements like old vehicles and post war relics.



Desert Open

Las Vegas is home to the famous Desert Open. You'll need serious skills to beat the competition here.



Ultimate Madness

One of the most exciting tournaments in the world. This event takes place inside an enclosed cage, intensifying the action.



Angkor Watt

A massive game of elimination held amongst bamboo huts and stone monuments.



Urban Open

Located in beautiful downtown Chicago, the Urban Open brings out the street brawler in everyone.



Florida Open

Miami, Florida has competitors facing off on the beach amidst the Art Deco landscape.



California Open

Set in the midst of a horse track, Pomona, California marks the end of your Novice Career.



Tampa Bay Open

Surrounded by a world class golf resort, sharpen your skills as you approach the Pro tournaments just ahead.



Rocky Mountain Open

Denver, Colorado is the end of your Amateur career. Do you have what it takes to move on to the Pros?



French Open

Toulouse, France is one of the fastest growing European tournaments around. Pull off another win right in the middle of the town square!



English Open

London, England puts you in the serene setting of Hyde Park, where you can make your first mark as a Pro.



Japanese Open

You made it this far, nothing can stop you now!



Pennsylvania Open

Set in Philadelphia, the hometown of Greg Hastings himself. Get your trigger finger ready!



Cairo

This is the final battle! If you can take a win here you will go down in Paintball history!



German Open

Winning this tournament, located inside a train station, puts you one step closer to world domination!

In Multiplayer mode, you may choose any of these tournaments and set up your game options as you'd like, including the choice of large or small fields where each field is laid out differently. This gives you a great degree of freedom and the ability to find a field you and your friends really like.



Huntington Beach Open

Home of the real life NPPL Super Seven series, this tournament now features artificial turf laid out on the sand for better mobility. This is a celebrity showcase event.

THE GEAR

It wouldn't be Paintball without all the cool equipment and this game has a ton of it. There are ten categories of gear from which to outfit your character.

Markers

There are over twenty Paintgun Markers in the game from manufacturers including JT, Tippmann, Kingman, Odyssey, WGP, Dye and many more. Each Marker has a weight, speed, and accuracy rating. Speed measures shots/second and trigger sensitivity, and accuracy measures targeting and velocity spread. Hit the **Y button** to see the detailed breakdown.

THE CHARACTERS

Barrels

Customize your markers with individual barrels. Barrels further increase the accuracy of the shots fired with the Markers.

Hoppers

There are 5 different hoppers to choose from including gravity feed, electronic agitator, and belt drive. Each hopper increases the number of paintballs loaded into the Marker.

Air Systems

Air systems provide Markers with the power they need to fire paintballs at high velocity. The larger the air tank, the more paintballs can be fired. However, the larger air tanks weigh more and decrease the speed at which you can run.

Pod Harnesses

Pod harnesses carry the pods in which paintballs are contained. Harnesses are available in 3 pod, 5 pod, 7 pod and 9 pod capacities. Harnesses are the heaviest piece of gear in the game so you should consider the additional weight harnesses add.

Goggles

Protect your eyes with the most technologically advanced goggle systems in the industry and look cool while you're at it.

Shoes

Choose from leading industry manufacturers like Dye, Magnum, JT and Draxxus.

Gloves

Paintballs hurt when they hit your bare skin, so cover your hands with protective gloves.

Pants

Not many people play without them. It is suggested that you wear some pants while playing paintball.

Jerseys

Help to define your team, making it easy to distinguish who is who while in the heat of a tournament.

There are 39 real life players to choose from in the game spanning Rookie, Novice, Amateur and Pro divisions. The multiplayer game allows you to choose from any of the custom characters or from any of the Pro players in the game.

Rookie

1. Lou Tomasso
2. Anthony McCollum
3. Big Mike
4. Alex Fore
5. Chris Havlock

Novice

1. Mike Lashbrook
2. Glenn Hastings
3. Aaron Poorman
4. Alberto "Bear" Degidio
5. Mark "Huff" Huffnegal
6. Tanis Italia

Amateur

1. Stuart Weiss
2. Brian Barno
3. Lars Herzig
4. Pablo Wong
5. Bea Youngs
6. Walt Kennerup
7. Stephen Lashbrook

Professionals

1. Greg Hastings
2. Rocky Cagnoni
3. Nicky Cuba
4. Rich Telford
5. Matty Marshal
6. Chris LaSoya
7. Yosh Rau
8. Alex Fraige
9. Oliver Lang
10. Keely Watson
11. Lisa Harvey
12. Pete Utschig
13. Billy Ceranski
14. Todd Martinez
15. Tyler Michaud
16. JC Whittington
17. B-Real
18. Mike Peverill
19. Ed Poorman
20. Anthony Call
21. Jonathan Call

MULTIPLAYER OPTIONS

The multiplayer main menu contains the following selections: Xbox *Live*, System Link, My Character and Gear Bag. For multiplayer play, the Xbox Communicator is a key tool to talk to your teammates or to everyone on the field.

Xbox *Live*- Sign up for an Xbox *Live* account and play against other paintballers around the world.

- **QuickMatch:** Search for Elimination, Capture the Flag or Single Flag games. If no game is available, you will be prompted to host one yourself.
- **OptiMatch:** Host or join a game based on particular criteria: Game Type, Location, Field Size, Rounds, Skill Level, Allow Cheating, Friendly Fire, Track Statistics, Use Host Gear, Paintball Limit, and Preferred Language.
- **Create Game:** Host a game and choose the Game Type, Tournament Name, Location, Field Size, Field Number, Paintballs to be used, Max Players, Time Limit, and Rounds.
- **Competition Play:** Create or join a Competition on Xbox Live so your Team can battle for online dominance.

From the advanced menu at the top of the page you can further augment the game by choosing Friendly Fire on or off, Even Teams, Allow Cheating, Allow Spectating, Use Host Gear, Paintball Limit, Voice Broadcast, and View While Called Out. If you select "yes" for Use Host Gear, everyone uses the same gear as the host, minus the jersey. Each team has a different jersey on so you can tell which team you are on. If the View While Called Out feature is set to "no" and you are called out, you can only hear the game sound and view the HUD. This is to ensure that other players sitting nearby cannot cheat and tell their teammates where active players are on the field.

The Xbox Live specific options include Skill Level, Reserved for Friends, turn Track Stats on or off. If you have a headset hooked up you can specify Headset Required and Preferred Language.

Note: Use the right and left triggers to switch the top menu choices.



- **Statistics:** Check out where you stand in the world of online Paintball. Follow the instructions at the bottom of the screen to navigate through the Statistics screen. Use the left and right triggers to switch between Weekly, Monthly, and All Time stats. (Only Xbox Live will record Statistics.)

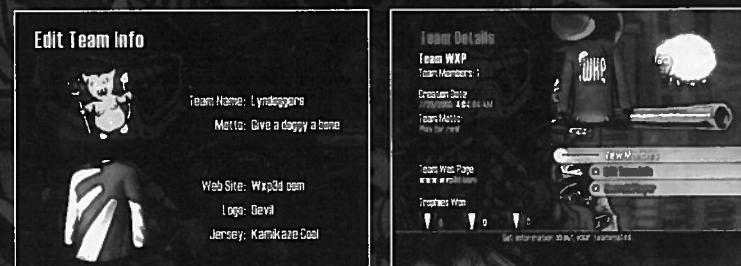
- **Sign Out/In:** If you have Auto Sign-in set up from the Xbox dashboard, then you are automatically signed in whenever you play Greg Hastings' Tournament Paintball Max'd. Feel free to sign out here. If you do not have Auto Sign-in set up, you can sign in each time you want to go on-line.

Players & Friends – The Players List contains a list of the last 15 players you played with. You can mute players here, send feedback about a player, or send a friend request. Your Friends List contains a list of your current and pending friends. You can either remove a friend from here or invite a friend to join a game.

TEAMS

Create Teams on Xbox Live and recruit up to 6 other players from your Friends List to join you in online battles against other Teams. You can be a member of up to 8 different Teams at a time. Select Friends from the Xbox Live or Competitions menus and then choose Teams from the Xbox Live Groups menu. The Teams Manager allows you to Create, Delete and manage your teams. When you create a Team, you can specify the Team's name, motto, and website, as well as pick a logo and a jersey for use in your matches. Selecting a Team from the manager displays the Team Details screen where you can perform the following actions:

- View and edit your Team's properties and members
- Recruit new Teammates
- Accept or decline recruitments from other Teams
- Invite your Teammates to join you in the lobby for a practice match
- Send feedback about a Team



COMPETITIONS

Competitions allow Teams to compete head-to-head in a single elimination style tournament. Select Competition Play from the Xbox Live menu.

- **My Competitions** – Access all Competitions that one of your Teams has created or joined. This is the launching point for all competitive play. From the My Competitions screen, you can view the current status of the Competition brackets, Withdraw your Team from the Competition, or Check In for your upcoming match. If a Team is registered for a competition and does not Check In for their match, they forfeit and their opponent automatically advances to the next round. A Competition match automatically begins at the scheduled start time with Team members present in the Lobby, or can be started early if all present members agree. The View While Called Out feature is automatically set to "no" during competitions to ensure that other players cannot cheat by telling their teammates where active players are on the field.
- **Search** – Search for active Competitions created by other Teams that are still in the Registration phase. Once registration ends, or all slots are full, the Competition is no longer visible.
- **Create** – Create your own Competition. Choose which of your Teams is hosting the competition and then specify the standard game attributes such as Location and Game Type, as well as Competition specific attributes. Competitions can have anywhere between 4 and 32 registered Teams. Rounds can be configured to occur every two hours, daily, or weekly, at a time of your choosing. A Team can create up to 3 concurrent Competitions at any time.
- **Team Leaderboard** – Check out how your Team measures up in Competition Play. Gold, Silver and Bronze trophies are awarded for winning Competitions. Follow the on screen instructions to navigate through the Team Leaderboard screen.



Xbox Live Icons – The icons below will help you with your Xbox Live experience.

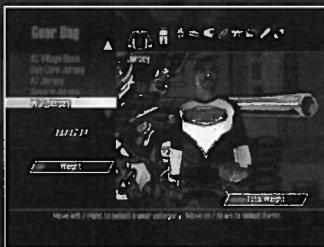
ICON FUNCTION

	Voice On
	Voice Muted
	Game Invitation Sent
	Game Invitation Received
	Friend Is Online
	Friend Request Sent
	Friend Request Received
	Team Recruitment
	Competition Reminder

System Link - Invite your friends over, hook up on a LAN and mark up the field. Join or create a game with the same Xbox Live game options noted above. The host name appears in *italics* and your name is always in white. Note that your statistics are not recorded in System Link games.

My Character - Choose from the six custom characters in the game in order to outfit them by yourself, selecting any piece of gear from the Gear Bag. Or choose from any of the Pro characters in the game which come already outfitted with Gear from their Sponsors. Note that all of the multiplayer characters will have completely developed skills and are not linked to the single player game.

Gear Bag - The gear bag is completely open in the multiplayer game so choose any gear that you like from the get-go.



CUSTOM SOUNDTRACKS

While the game comes with a great built-in soundtrack, you can also copy tracks from your own audio CDs and play them in the game.

To Copy Tracks

1. Insert an audio CD into the Xbox system.
 2. Select Back from the music player in the dashboard.
 3. Select Copy.
 4. Select the tracks you would like to copy or select all.
 5. Select Copy to begin copying.
 6. Select an existing soundtrack to copy into or create a new one. If you select New Soundtrack, you will be able to name the track via the virtual keyboard.
 7. After copying, eject the audio CD.

Playing Tracks in the Game

After copying and naming your soundtracks, start up the game. Go into the Options menu and select Audio and Video. Here you find the Playlist. Select the soundtrack that you named. You can also choose to play your soundtrack sequentially or randomly. Now when you start playing, you hear your soundtrack. If you would like to skip a track in the game, simply hit the "White" button on the controller. The current track is listed at the bottom of the screen. Use the left and right trigger buttons to change the track.

CUSTOMER SUPPORT

ONLINE SUPPORT

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

OTHER CONTACT METHODS

Fax
(952) 918-9560, 24 hours day

Mail
Activision Value, Customer Support
7800 Equitable Drive, Suite 200
Eden Prairie, MN 55344

Phone (952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

CREDITS

Created By WXP (The Whole Experience)

Partners

Jeff Connely
Sky Kensok
Patrick Moynihan
Lyndon Sumner

Lead Designer/ Creative Director

Lyndon Sumner

Programming

Michael Delp (AI)
Steve Messick (Lead)
Darran Schoen (UI, Multiplayer)
Tim Thibault

Art

Jeff Connely (Animation, Gear)
Chris Cvetkovich (Lead Terrain)
Mark Cvetkovich (Lead Character)
Sky Kensok (Level Design, Sound Engineer)
Patrick Moynihan (UI, Video, Technical)
Lyndon Sumner (Environment Textures, UI art)

Producer

Tracey Montoya

Assistant Producer

Denise Buckley

Our Cohorts

PPP (Paintball Players Productions)
Greg Hastings
Scott Talcott

Public Relations

Stacia Kirby

Legal

John Lange (Preston|Gates|Ellis)
Hunington Sachs

Photography

Stephen Lashbrook

Cover and Logo Design

WhiteRunkle

Advertising

Hydrogen

Soundtrack Licensing

3volution Productions
Laddie Ervin
Raymond Herrera

Executive Music Producer

B-Real

Voice Actor

Will Arroyo

Video

Derder Productions
Jawvbraker
Monkey With a Gun
Traumahead Sportz

Special Thanks To:

All of our investors and sponsors in the game
who made this possible.

George Moynihan, Jan and Minde Connely, Hal
Green, Ron and Gigi Talcott, Bill Fritsch, Ryan
Petersen, Ron Allison, Geoff Wilkins, Zyo,
Keely Watson, Lisa Harvey, Nicky Cuba, Pete
Utschig, Rocky Cagnoni, Lucy Sumner, Mia
Kensok, Jennifer Murphy, Marisa Powell, Floyd
McFeeley, Peter Brown, Eric Montoya, Scott
Larson and Vashon Partners, Mary Cadera,
Dorian Kensok, Kathy McAlister, Blank Smitty,
Tola Rogakski, Jay Meyers, Renee Hastings,
Glenn Hastings, Mary Ellen and Bob Hastings,
Rachel, Braedan, Kaj, The Firehouse, Super
Geek League, Georgie, and all our friends and
family that helped us through.

Uses Bink Video. Copyright (C) 1997-2005 by
RAD Game Tools, Inc.

Lua scripting Language Copyright © 1994-
2002 Tecgraf, PUC-Rio.

Activision Credits

General Manager

Dave Oxford

Vice President of Studios

Patrick Kelly

Vice President of Sales

Tim Flaherty

Vice President of Marketing and Creative Services

Mark Meadows

Legal

Joe Hedges

STUDIO

Producer

Chris Arends

Director of Product Development

Chip Pedersen

Technology Manager

Chris Arends

Supervisor of Quality Assurance

Jason Lembecke

QA Lead

Brian Kuyath

QA Team

Paul Ference
Dean Fingerholz
Vinny Ghilani
Jeremy Huisheere
Adam Hunter
Kyle Kleven
Madison Meahyen
Steve Myers
Andy Owen
Bob Paterson
Ryan Pedersen
Matt Reese
Nick Tomlinson
Thanuvong Yang
Arun Yusuf

Supervisor of Technical Requirements

Group

Chad Schilling

Technical Requirements Group

Rasheem Harris - Project Lead
Matt McCullough
Jon Pho

SALES

Regional Sales Director

Jim Holland

Director of Business Development

Brian Johnson

Sales and Marketing Coordinator

Robbin Livernois

Sales Assistant

Bryna Bjarnason

MARKETING AND CREATIVE SERVICES

Senior Graphic Artist

Trevor Harveaux

Graphic Artist

Sean James

Web and Video Production

Travis Grawey

LICENSING

Senior Brand and Licensing Manager

Andy Koehler

Director of Operations and Planning

Mike Groshens

Information Systems Administrator

Bob Vieu

ADDITIONAL THANKS

Ann Beggs
Randy Beverly
Mike Dalton
Donna Johnston
Nicole Lindstrom
Alex Neuse
Kurt Niederloh
Chris Owen
Janet Paulsen
Mike Roska
Andy Spohn
Aaron M. Thompson
Steve Williams
Anika Arends

Game Sponsors

Action Village
Severe Paintball
Next Level
Crossfire Air System
JT
PEV's
Brimstone Ultimate Airball
Warped Sportz
Tippmann Pneumatics
Draxxus
Dye Precision
PMI (Pursuit Marketing Inc.)
Splatter Park
Paintball Discounters
WGP (Worr Game Products)
American Paintball Supply
SC Village
Mantis
Skirmish
Kingman
Odyssey Paintball Products
Actiontown Sports
Jacksonville Warriors Badlands
Mac Dev
Mangum Essential Equip.
Zap Paintball
BAWLS
NPPL
XS Energy Drink
Animal Paintball

GAME SOUNDTRACK

Note: If you would like to skip a track in the game, simply hit the "White" button on the controller. You will see the current track listed at the bottom of the screen. Use the left and right trigger buttons to change the track.

Play for Real (B-Real and DJ Lethal)

Copyright 2005, All Rights Reserved,
3volution Productions

Down (Candiria)

Copyright 2005 All Rights Reserved, Courtesy of Type A Records.

Apotheke (Solea)

Written by Loobkoff/Klahn
Copyright 2005 All Rights Reserved,
Bad News Music Publishing Co Inc

Stressed Out (Puddles of Mud - Remix by Steve Tushar)

Copyright 2005 All Rights Reserved, Universal Music Enterprises
Warner/Chappel Music, Inc.

jupiter nectar (D-Struct)

Copyright 2005 All Rights Reserved, Salvage Recordings

I'm the One (Static X, Remix by Wayne Static)

Copyright 2005 All Rights Reserved, Warner/Chappel Music, Inc.

April Dreams (Mourning September)

Copyright 2005 All Rights Reserved, CM Management Group

The Bomb (Apollo 13)

Copyright 2005 All Rights Reserved, Apollo Thirteen

Guardian (D Struct)

Copyright 2005 All Rights Reserved, Salvage Recordings

Sevenfold (Adema)

Copyright 2005 All Rights Reserved, 3volution Productions

Running (Mourning September)

Copyright 2005 All Rights Reserved, CM Management Group

Optimist Counter (KJ Sawka)

Copyright 2005 All Rights Reserved, KJ Sawka

Brave New World (Apollo 13)

Copyright 2005 All Rights Reserved, Apollo Thirteen

Broken Hearted (Octane)

Copyright 2005 All Rights Reserved, Octane

Pure (Octane)

Copyright 2005 All Rights Reserved, Octane

MENU MUSIC

Malice - (D Struct)

Copyright 2005 All Rights Reserved, Salvage Recordings
www.salvagerecordings.com

GHTP Menu Music Breaks and House Music (Mike Meyers)
Copyright 2005 All Rights Reserved, Mike Meyers

031505 (Plurge)
www.tapeworm.org

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sole or any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING /ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS /OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c) (1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, /Altr. Business and Legal Affairs, legal@activision.com.